Name: Orson **Race:** Human **Age:** 25 **Sex:** Male

Height: 5' 9" **Weight:** 165 lbs. **Hair Color:** Light Brown **Eye Color:** Green **Handedness:** Right

Skill Level: 2 Total Skill Points Earned: 24 Unspent Discipline Points: 0 Unspent Proficiency Points: 0

Attributes	base	adjusted
Agility	13	
Endurance	14	
Intellect	9	
Presence	11	
Strength	10	

	base	adjusted
Health Points	19	
Dodge	13	
Physical Resistance Modifier		+2
Mental Resistance Modifier		+1
Feat of Strength Modifier		+0
Initiative Roll Modifier		+2

	base	adjusted
Armor Impedance	0	0
Movement Rate	130'	
Swimming Rate	20'	
Encumbrance Class		I

Disciplines	grade
Language: Gossick	
Literacy	
Weapon Mastery, Class: F	I
Multiple Attacks, Class: F	I
Weapon Mastery, Class: K	I
Vital Strike, Class: F	I
Improved Accuracy	I
Improved Agility (13)	
Improved Initiative	I

Proficiencies	grade	modifier
Contacts: Syeth	I	
Distract	I	
Gambling	I	
Healing	I	
Local Know: Syeth	II	
Local Know: Gossar	I	
Regional Know: Saethos	I	
Riding	II	
Running	II	+1
Sleight-of-hand	I	
Tracking	I	
Wilderness Lore	I	

Worn Armor	damage absorbance	impedance score
None		
Total Absorbance/Impedance	-	-

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Great sword	F	1d8 + 1	+2	+1	3/2
Bolt (heavy x-bow)	K	2d4	+2	+1	1
Dagger	C	1d4	+1	+0	1

Equipment, Spells, and Notes:

Clothes, cloak, boots, hat, great sword, heavy crossbow, quiver (20 bolts), dagger, backpack (contains: water flask, looking glass, 2 iron spikes, small mallet, small copper rod (8 sc), small pouch of sea shells, stick of chalk, small slate tablet), coin purse (2 gc, 3 sc, 51 cc, opal (3 sc), gold earring (2 sc)), 40' rope

Riding Horse (Gretta): Dodge: 11, Health Points: 18, Physical resist: +2, Mental resist: +0, Kick: 1d4 + 1, To-hit: +2, Movement: 250', saddle, saddle bags (contains: 3 days of feed, large waterskin (2 days), small shovel, 4 torches, 2 flasks of oil, clean bandages, flint & tinder)

Orson is an escaped slave. Nearly a year ago he was the property of a wealthy sathar merchant in Gossar. He bears a large branded asterisk on his shoulder blade, placed by his reptilian master. This merchant paid for Orson's martial training, and fought him in an underground high-stakes gladiator ring. Orson won several fights, but nearly perished in his last. Fearing his luck would run out, Orson escaped while convalescing, stole his master's horse, and made his way to Syeth. There he worked as a bouncer for a local tavern called 'Sweetwaters' for several months. Unfortunately, Orson was then identified by a business associate of his former owner. Resisting capture, he badly wounded this sathar and fled. Orson now travels north towards Llesendor, looking for a fresh start.